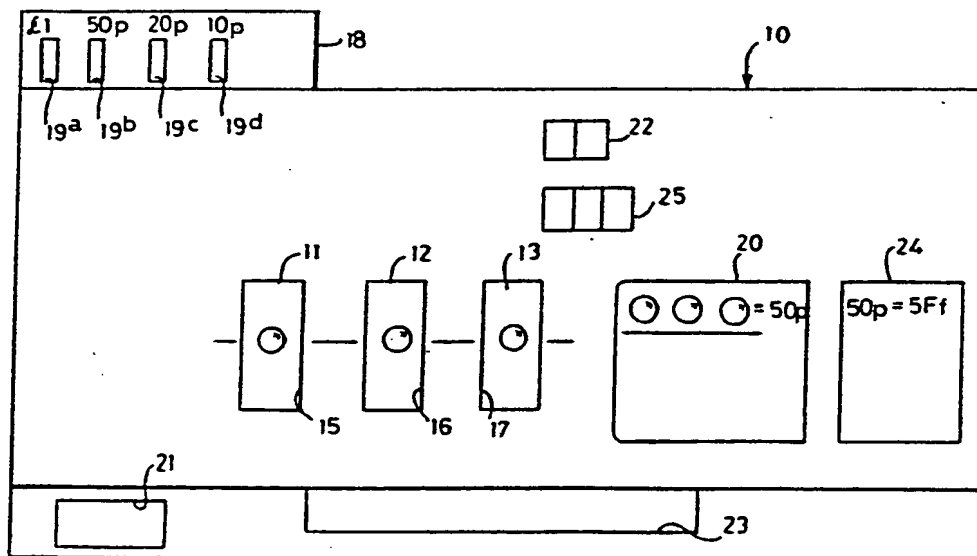




INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

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(54) Title: IMPROVEMENTS IN OR RELATING TO GAMING MACHINES



(57) Abstract

A gaming machine (10, 10', 110) of the kind commonly known as a fruit machine, which at the end of a play initiated by operation of a starting means (21, 21', 121) a player, a random combination of symbols, one from at least two groups (11, 12, 13, 11', 12', 13', 111, 112, 113) of different symbols is indicated, winnings being obtained by the player in the event of the indicated combination of symbols being any one of a number of predetermined winning combinations, the starting means (21, 21', 121) being made operable on the insertion of at least one correct denomination coin, characterised in that the machine has coin acceptance means (18, 18', 118a, 118b) and payout means (39, 39', 139) to pay out winnings in coinage of a second currency different to the first currency.

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Title: "Improvements in or relating to gaming machines"

Description of Invention

This invention relates to a gaming machine of the kind commonly known as a fruit machine, which at the end of a play initiated by operation of a starting means by a player, a random combination of symbols, one from at least two groups of different symbols is indicated, winnings being obtained by the player in the event of the indicated combination of symbols being any one of a number of predetermined winning combinations, the starting means being made operable on the insertion of at least one correct denomination coin. Such a machine will hereinafter be referred to as "of the kind specified".

The machine may be coin freed, that is on insertion of a correct denomination coin or coins, the starting means is rendered operative, play then being started when a player operates a push button or handle, or the machine may be coin operated so that play is started immediately a correct denomination of coin is inserted.

The machine may pay out winnings immediately a winning combination is achieved, or may credit the winnings. For example, a coin or coins inserted into the machine may pay for a game comprising more than one play, in which case the machine may pay out all the credited winnings at the end of the game, rather than after each winning play.

Many gaming machines are known which incorporate such features and accordingly further detailed description is not considered necessary.

A machine in accordance with the invention is particularly intended for use of international travellers on boats or aeroplanes. Difficulties are encountered by such travellers returning to their home country in the disposal of their foreign currency. Whilst paper currency can readily be exchanged at a bank for example, it is not always possible or convenient to exchange coinage.

It is an object of the present invention to provide a new or improved gaming machine.



According to one aspect of the invention, we provide a gaming machine of the kind specified having coin acceptance means to accept coinage of a first currency to render the starting means operable, and means to pay out winnings in coinage of a second different currency to the currency inserted.

5 Thus, a traveller may play the machine using his unwanted foreign coinage, but any winnings he may obtain could be in the currency of his home country.

Preferably, the coin acceptance means is arranged to accept coinage of both first and second currencies as required by the player, the payout means
10 being arranged to pay out winnings in the other currency.

In one embodiment, the machine may have means to convert the value of any winnings calculated in the first currency to winnings in the second currency according to a fixed conversion rate, which need not bear any resemblance to the official exchange rate.

15 For example, where the first currency is U.K. currency and the second currency is French currency, winnings to the value of 50p in the U.K. currency may be converted by said means to five French francs.

Alternatively, the machine may have means to convert the value of any winnings calculated in the first currency to winnings in the second currency
20 according to a conversion rate which corresponds generally to the official exchange rate but rounded to the nearest value for which there are coins in the other currency which the machine is adapted to handle. In this event, means may be provided for a machine operator to vary the conversion rate of the machine, and the machine may have means to display the conversion rate
25 of the machine.

In another embodiment, the machine may have means to convert the value of any coinage inserted into the machine in the first currency into the second currency, according to a fixed or variable conversion rate, so that
30 thereafter the machine calculates any winnings obtained in the second currency.

In yet another embodiment, the machine may have means to convert the value of coinage inserted into the machine in the first currency to machine credits, i.e. currency peculiar to the machine, and thereafter the machine may calculate any winnings obtained in multiples of machine credits,
35 means being provided to convert the value of winnings obtained in machine credits, to the second currency so that the winnings are actually paid out in the second currency.



According to a second aspect of the invention, we provide a gaming machine of the kind specified having means to accept coinage of first and second currencies.

5 In this event, winnings may be paid out either in coinage of the other currency to that accepted by the machine, or in tokens, such as coin-like tokens, or a printed ticket, which tokens can be exchanged for currency or goods. For example, further means of the gaming machine, or means separate therefrom such as a change machine, may be provide to convert the value of tokens into the currency of the choice of the player.

10 In a machine according to the second aspect of the invention, the coin acceptance means may comprise a plurality of coin acceptance devices, each device being arranged to accept coins of specified denominations in one currency only.

15 Alternatively, the means to accept said coinage may have a single coin acceptance device able to discern not only whether an inserted coin is valid, but also the currency of the coin.

The machine according to the second aspect of the invention may have any of the features of the machine according to the first aspect of the invention.

20 The invention will now be described with the aid of the accompanying drawings, in which:-

FIGURE 1 is a diagrammatic view of a first embodiment of a gaming machine in accordance with the first aspect of the invention;

25 FIGURE 2 is a flow diagram showing the manner of operation of the machine of Figure 1;

FIGURE 3 is a diagrammatic view of a second embodiment of a gaming machine in accordance with the first aspect of the invention;

FIGURE 4 is a flow diagram showing the manner of operation of the gaming machine of Figure 3;

30 FIGURE 5 is a diagrammatic view of the gaming machine in accordance with the second aspect of the invention;

FIGURE 6 is a flow diagram showing the manner of operation of the machine of Figure 5.

Referring first to Figure 1, a gaming machine 10 has three reels 11, 12 and 13 on the peripheries of which are marked a series of symbols, in the present case symbols depicting fruit such as berries, oranges etc., although any other symbols could be provided.

5 Upon operation of a starting mechanism, hereinafter described, the reels 11, 12 and 13 spin so as to bring different portions of their peripheries and hence different symbols into view through a window 15, 16, 17 respectively, and a stop mechanism stops the reels at random so that one symbol from each reel is displayed through its respective window. Of course,
10 if desired a single window may be provided through which portions of the peripheries of all three reels may be viewed.

 Upon predetermined combinations of symbols being displayed when the reels are stopped (hereinafter called "winning combinations") the machine 10 is arranged to credit or pay out winnings (hereinafter called "fruit winnings")
15 to the player, the amount of which will depend on the exact winning combination obtained. Such machines are commonly known as fruit machines, and the drawings are only intended to diagrammatically represent a typical layout of machine, it being apparent to those skilled in the art that many variations of layout are possible.

20 Further, although rotatable reels 11, 12, 13 have been described, any other means for bringing different combinations of symbols into view could be used. For example, symbols could be projected onto a screen from an electronic rather than mechanical arrangement. Further, more than three reels or groups of symbols may be used if required, or only two.

25 On the machine described, a panel 20 is provided to indicate all the possible winning combinations of symbols (although only one is shown) and the amount of the fruit winnings associated with a particular winning combination.

 The machine 10 is coin freed, that is to say that upon insertion of a
30 correct denomination coin or coins, the start mechanism is rendered operable by means of a start button 21 and the number of plays of the machine for which coins have been inserted, i.e. the number of plays bought are credited on a display 22. After each play, the number of plays for which credit remains will be reduced and hence the number of plays indicated on the
35 display 22 will be reduced by one. Of course, the exact monetary value of coins credited could alternatively be displayed, which would decrease appropriately after each play.



Alternatively, the machine could be coin operated, that is to say the start mechanism would operate automatically upon insertion of a correct denomination coin or sufficient coins. In this case a display such as display 22 would not be required. Such mechanisms as well known to those skilled in the art and hence further description is not considered necessary.

In addition to those features already described, the machine 10 of Figures 1 and 2 has a coin acceptance mechanism 18 having four slots 19a, 19b, 19c, 19d, slot 19a being arranged to receive £1 coins, slot 19b 50p coins, slot 19c 20p coins and slot 19d 10p coins. Thus the machine operates upon multiples of 10p coins. One play may cost 10p in which case, if a 50p coin is inserted, the number of plays indicated on display 22 will be five and so on.

The machine 10 further comprises a payout chute 23 from which winnings (or rejected coins) may be collected, and a further conversion display panel 24 which indicates a fixed conversion rate, in the present case from U.K. currency to French currency, although only one equivalent, i.e. "50p = 5Ff" is shown.

In the present case, any fruit winnings obtained by a player are credited on a further display 25 but no winnings are paid out until the number of plays for which credit remains, as indicated in display 22 is reduced to zero.

Although a player inserts coinage in one currency, i.e. U.K. currency, his winnings are paid out in French currency according to the fixed conversion rate indicated on panel 24.

Referring now to Figure 2, the coin acceptance device 18 has means to test that a coin inserted in its respective slot 19a to 19d is a valid coin of a correct denomination accepted by the machine, i.e. £1, 50p, 20p or 10p coinage. For example, the device 18 may test the weight and size of an inserted coin. If the coin inserted fails the test, the coin is rejected by the mechanism 18 and passes to the payout chute 23 as indicated by the arrow 25. If the coin passes the test, the coin is fed to a store 26. As shown, a coin inserted in any of the slots 19a to 19d which are not rejected pass to a common store 26, although if desired the coins inserted in each of the respective slots may be passed to respective stores so that subsequent sorting of the coins is not required. Such mechanisms are well known to those skilled in the art and further description is not considered necessary.

When a coin is accepted, a signal is passed via a line 27 to a credit store C which is operatively connected to display 22. Thus the number of plays bought for the value of coins inserted into the machine is indicated on the



display 22. Further, a start mechanism indicated at 28 is rendered operative by a signal passing from the credit store C to the start mechanism 28 along a line 29.

5 The start button 21 will be illuminated to indicate that the machine is ready to play, although any other suitable indicating means could alternatively be provided.

As soon as start button 21 is pressed, a signal is fed from the start mechanism 28 to the credit store C via a further line 30 which causes the credit store to reduce the number of credits indicated on the display 22 by
10 one. At the same time, a signal is passed along a further line 31 to a reel unit 32 to cause the reels 11, 12 and 13 to spin as hereinbefore described.

The stop mechanism is embodied in the reel unit 32 and operates at random to cause reels 11 to 13 to stop in random positions. Either a winning combination will be indicated, in which case a player will win, or a winning
15 combination will not be indicated in which case the player will lose. In the event of the player losing, he either has to insert further coins to buy more plays or simply operate the start button 21 again to use up any further plays which are credited in the credit store C as displayed on display 22.

In the event of a player winning, a signal is passed from the reel unit 32
20 to a win credit device 33 which immediately indicates the amount of winnings in U.K. currency and displays these on display 25. At the same time, a signal is sent via another line 34 from device 33, to the credit store C. In the event that the credit store indicates that further plays are credited, no signal will be returned to the win credit device 33, and in this event, winnings will not
25 be paid out. If however, display 22 indicates that there are no remaining play credits, a signal will be returned to the win credit device 33 by a further line 35 which will cause the win credit device to pass a further signal to a conversion device 36 along a further line 37. The conversion device 36 comprises a calculating means which multiplies the value of total winnings
30 displayed on display 25 by a number so that the winnings previously expressed in the same currency as the coinage inserted into the machine 10, i.e. U.K. sterling, is converted to an alternative currency, in the present case French francs.

The conversion rate is fixed as indicated on display panel 24 on the
35 machine so that there is an exact monetary equivalent in French francs of the credited winnings in pounds sterling. A signal is then sent from the conversion device 36 via a further line 38 to a payout mechanism 39 which sends a signal via a further line 40 to a store 41 in which coins of French



currency are stored, so that the appropriate coins to the value in French francs of the winnings are passed as indicated by the arrow 42 to the payout chute 23 from where the player may collect his winnings.

In this arrangement, the conversion rate from pounds sterling to French francs need bear no resemblance to the official conversion rate. The conversion rate the machine will use is indicated by panel 24.

The conversion rate can easily be arranged to ensure that there are coins in the store 41 of the exact monetary equivalent, according to the fixed conversion rate, of winnings in pounds sterling.

If desired, in a modified machine, the conversion rate from pounds sterling to French francs may be varied as the official exchange rate varies. In this event, an input from a machine operator, which is indicated in dotted lines at 43 in Figure 2, may be provided, from for example a keyboard internally of the machine, and in place of panel 24, a digital or other display indicated in dotted lines at 44 may be provided to show the exchange rate selected by the operator.

If desired, in place of the coin acceptance mechanism 18 described in which four slots are required to accommodate the four different denominations of U.K. sterling currency coin, if desired a device having one slot only through which each of the coins of different denominations may be inserted, may be provided but a more sophisticated test mechanism to test whether coins inserted are valid coins and of what denomination, would be required.

In place of a start button 21 as shown, a handle or any other actuating means may be provided or the mechanism may be coin operated rather than coin freed, as hereinbefore mentioned.

Referring now to Figure 3, a second embodiment of a machine 10' in accordance with the first aspect of the invention is described.

The machine 10' is similar to the machine 10 of Figures 1 and 2 and similar parts are indicated by like reference numerals but with a prime sign. The only differences in appearance of the machine 10' are that first, instead of a coin acceptance device 18 which has a plurality of slots 19a to 19d as shown in Figure 1, a single slot 19 is provided, the coin acceptance device 18' having means to discriminate whether any coin inserted into slot 19 is a valid denomination of coin acceptable by the machine.

Secondly, there is no display panel 24 to display fixed conversion rates at which the machine will convert winnings from the first currency to



winnings of a second currency, and furthermore, the display panel 20', instead of indicating the fruit winnings in pounds sterling, indicates the fruit winnings in French francs.

5 Referring to Figure 4, if a coin is accepted by the coin acceptance mechanism 18', instead of a signal being sent directly to the credit store C' as described with reference to the Figures 1 and 2 machine, a signal is sent from the mechanism 18' along a line 46 to a converter 45 which immediately converts the value of the coins inserted in pounds sterling into an equivalent number of French francs. The conversion rate may be fixed as before
10 (although it is not necessary to display this to a player as the winnings indicated on panel 20' are in French francs), or may be variable in response to an input from a keyboard shown in dotted lines at 43' so that the actual conversion rate of the machine can be nearly equivalent to the official exchange rate of the day. Of course, as the machine only operates in
15 multiples of 10p and multiples of French francs for which there are corresponding denominations of coins, the actual exchange rate set would need to be rounded so that the conversion could be rounded to a value for which there are denominations of French coins.

20 After conversion, a signal is sent via line 27' to the credit store where the number of plays bought are displayed on display 22'. If desired, instead of displaying the credited number of plays, the converted French franc value could be displayed at display 22' to indicate to the player the number of plays he has bought.

25 Operation of the machine is otherwise similar to the machine 10 of Figures 1 and 2. However, although in place of the amount of the credited winnings being indicated on display 25', being indicated in pounds sterling, these will now be indicated in French francs. Further, on payout, in place of a signal being fed from the credit win device 33' to a converter, as the accepted currency has already been converted to a second currency, the
30 signal will pass directly from the credit win device 33' to the payout device 39' which will again operate to cause coins to be fed from the French franc store 41' to the payout chute 23'.

35 In a variation of the machine 10' as shown in Figures 3 and 4, the converter 45 converts the value of accepted coins into machine credits rather than a second currency.

The number of credited plays is again indicated by display 22'. However, the amount of any winnings is calculated in multiples of machine



credits, and the number of machine credits, for example expressed in points, is indicated by display 25'.

5 A second converter, such as converter 36 of Figure 2, which is shown in dotted lines in Figure 4, would then be required between the credit win device 33' and the pay out device 39', to convert the number of points won, to French francs for pay out.

Referring now to Figures 5 and 6, an embodiment of a machine in accordance with the second aspect of the invention is shown.

10 In Figure 5, a gaming machine 110 similar to the machines 10, 10' of the previous Figures is shown, having three reels 111, 112, 113 which indicate the symbols, a credit display 122 and a winnings display 125. The machine 110 further comprises a start button 121, and a pay out chute 123. A panel 120 is provided which indicates the winnings which may be won when winning combinations are obtained, in both U.K. and French currency. Again, only 15 one winning combination (three oranges for example) is shown for which the win is 50p or 5 French francs.

However, in place of a single coin acceptance device for receiving coins of one currency only as described with reference to the previous embodiments, two coin acceptance devices 118a, 118b are provided, device 20 118a being arranged to receive coins of one currency, i.e. pounds sterling, and device 118b being arranged to receive coins of a second currency, i.e. French francs.

Each coin acceptance device 118a, 118b has a single slot 119 through which coins are inserted, and appropriate coin testing means to verify that 25 the associated coins are valid coins handled by the machine.

Of course, if required the two coin acceptance devices 118a, 118b could be combined into a single coin acceptance device with a single slot for coins of both currencies, or separate slots may be provided for each coin of both currencies, as in the Figures 1 and 2 embodiments.

30 Referring now to Figure 6, when a coin is inserted in, for example, the slot 119 of the coin acceptance device 118a, as in previous embodiments, the coin is tested. If it fails the test, the coin is rejected to the pay out chute 123 as indicated by arrow 125a.

If the coin passes the test, it is fed to a store 126. At the same time, a 35 signal is sent along a line 127a to a credit device Ca which is operatively connected to the display 122 which displays the number of plays credited for the value of coins inserted. A signal is sent from the credit device Ca along



a further line 129 to render a starting means 128 operative. Again, a start button 121 is illuminated when the mechanism 128 is ready for operation.

When the start button 121 is pressed, a signal is sent along a line 131 to the reel unit 132 which causes the reels 111, 112, 113 to spin as before.

5 After each play, the number of plays credited indicated by display 122 will be reduced by one, by virtue of a signal passing along line 130 from the starting means 128 to the credit device C_a.

10 If instead of a U.K. sterling coin being inserted in slot 119 of the coin acceptance device 118_a, a French currency coin is inserted in slot 119 of the coin acceptance device 118_b exactly the same operations occur. The credit device C_a which is operatively connected to display 122, will again indicate the number of plays for which sufficient coins of the French currency have been inserted, and the reel unit 132 will be operated by button 121. However, accepted coins are passed to a store 141 rather than store 126.

15 In the event of a winning combination of symbols being obtained where U.K. coinage has been inserted, the winnings obtained will be displayed in pounds sterling on display 125 of a win credit device 133. A signal will be fed from the win credit device 133 via a line 134 to the credit device C_a and in the event of the display 122 indicating that no credits for further plays remain, a signal is fed from the credit device C_a back to the win credit device 133 via a line 135. This causes the win credit device 133 to pass a signal along a line 137 to a converter 136.

25 When a signal is sent to the credit device C_a via line 127_a or line 127_b from the acceptance device 118_a, 118_b, a signal is also sent from the respective coin acceptance device 118_a, 118_b to the converter 136 along lines a, b, respectively.

30 Thus, where a U.K. coin is inserted, the value of the winnings in pound sterling are converted into French francs, whereas where a French currency coin is inserted, the value of the winnings in French francs are converted to pounds sterling. In either case, an appropriate signal is fed to a pay out device 139 via a line 138 which instructs either the store 126 or store 141 to pay out coins to the value of the winnings in the appropriate currency. Thus where U.K. coins are inserted, winnings are paid in French coins, and vice versa.

35 Various modifications are possible to the machine of Figures 5 and 6. For example, if desired the machine may be adapted to receive more than two currencies. In this event, the user may send a signal via a manual input to the converter 136 to cause the converter to convert the winnings obtained in the inserted currency into another currency of his choice, so that pay out is in the selected currency.



If desired, instead of converting the value of the winnings obtained into another currency, the value of coins inserted into either coin acceptance device 118a or 118b may be converted into machine credits by an appropriate converter so that winnings are calculated in multiples of machine credits. In this event, a further converter may be provided to convert the winnings obtained in machine credits, into the other currency to that which was inserted, or tokens, such as coin like tokens or a ticket may be issued, to the value of the winnings obtained.

The converter 136 may operate on a fixed exchange rate which may be indicated on the machine, or alternatively, the conversion rate may be adjustable by the machine operator so that the exchange rate conforms closely to the actual exchange rate of the day. Thus again a display may be provided to indicate to a user the exchange rate on which the machine is operating.

The machines of Figures 1 to 4 have the disadvantage that it is necessary to continually top up the store 141 from which winnings are paid. In the machine of Figures 5 and 6, this has the advantage that the stores 126 and 141 from which winnings are paid are both replenished as coins are inserted into the coin acceptance devices 118a and 118b.

The machine described with reference to Figures 5 and 6 may have any of the features of the machine described with reference to Figures 1 to 4.

Alternatively, the machine of Figures 1 to 4 may be adapted to operate upon insertion of coins of different currencies, such as the machine of Figures 5 and 6.

In each of the machines described with references to figures 1 to 6, in the event of there being insufficient funds in the store 41; 41'; 126, 141, to pay out the winnings to a player, if desired means may be provided to ensure that the value of the winnings are made up from the other store 26; 26'; 141, 126, respectively, or for tokens to be issued to the value of the winnings for which insufficient funds are available.



CLAIMS

1. A gaming machine comprising a starting means (21; 21'; 121) for operation by a player, at least two groups of different symbols (11,12,13; 11',12',13'; 111,112,113); means to select a random combination of symbols from said groups (11,12,13; 11',12',13'; 111,112,113), payout means (39; 39'; 139) to pay out winnings in the event that said random combination of symbols is any one of a number of predetermined winning combinations, the starting means (21; 21'; 121) being operable upon insertion of at least one correct denomination coin, characterised in the provision of coin acceptance means (18; 18'; 118a, 118b) to accept coinage of a first currency to render the starting means (21; 21'; 121) operable, the payout means (39; 39'; 139) paying out winnings in coinage of a second currency different to the first currency.
2. A gaming machine according to Claim 1 characterised in that the coin acceptance means (18; 18'; 118a, 118b) accepts coinage of both first and second currencies as selected by the player, the payout means (39; 39'; 139) paying out winnings in the other currency to that selected by the player.
3. A gaming machine according to Claim 1 or Claim 2 characterised in that the machine (10; 10'; 110) has means (36; 136) to convert the value of any winnings calculated in the first currency to winnings in the second currency according to a fixed or operator-variable conversion rate, and means (24; 44; 120) to display the conversion rate of the machine.
4. A gaming machine according to Claim 1 or Claim 2 characterised in that means (45) are provided to convert the value of any coinage inserted into the machine in the first currency into the second currency according to a fixed or operator-variable conversion rate so that thereafter, the machine (10,10',110) calculates any winnings obtained in the second currency.
5. A gaming machine comprising a starting means (21; 21'; 121) for operation by a player, at least two groups of different symbols (11,12,13; 11',12',13'; 111,112,113), means to select a random combination of symbols from said groups (11,12,13; 11',12',13'; 11,112,113), payout means (39; 39'; 139)



5 to pay out winnings in the event that said random combination of symbols in any one of a number of predetermined winning combinations, the starting means (21;21';121) being operable upon insertion of at least one correct denomination coin, characterised in the provision of coin acceptance means (118a; 118b) to accept coinage of first and second currencies.

6. A gaming machine according to Claim 5 characterised in that payout means (39; 39'; 139) pays out in coinage of the other currency to that accepted by the machine.

10 7. A machine according to Claim 5 or Claim 6 characterised in that the coin acceptance means (118a;118b) comprises a plurality of coin acceptance devices (118a;118b), each device being arranged to accept coins of specified denominations in one currency only.

15 8. A gaming machine according to any one of Claims 5 to 7 characterised in that the coin acceptance means (118a,118b) has a single coin acceptance device able to discern that a coin inserted is of a valid denomination accepted by the machine and also the currency of the coin.



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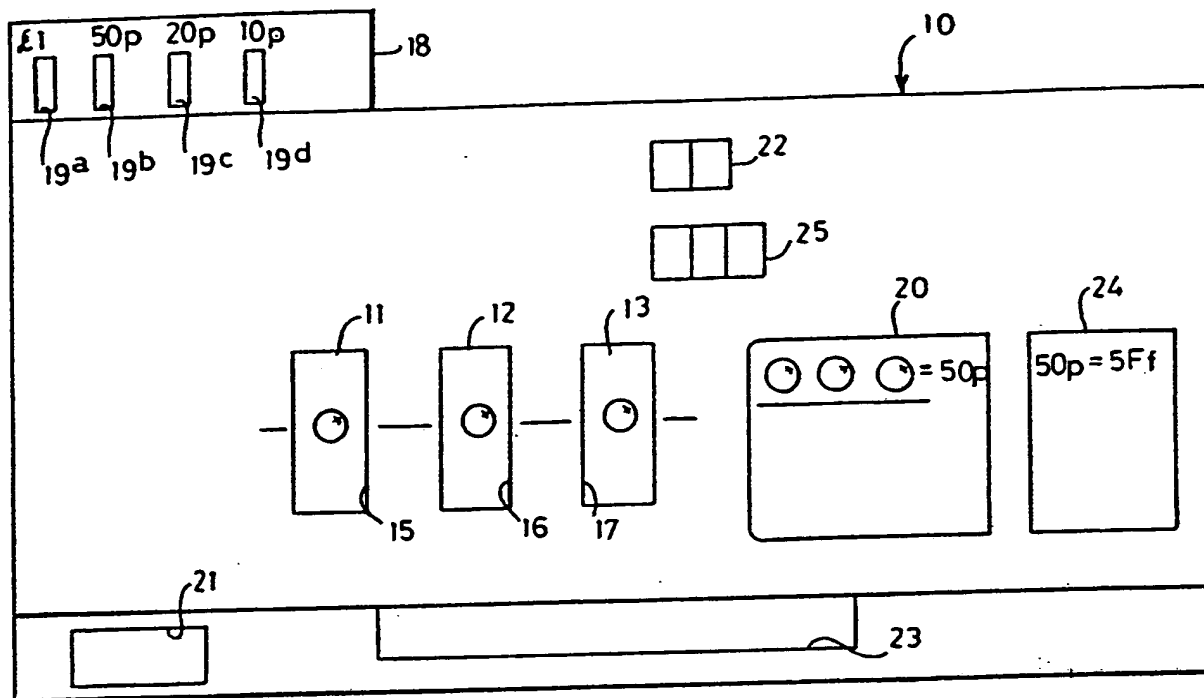


FIG 1

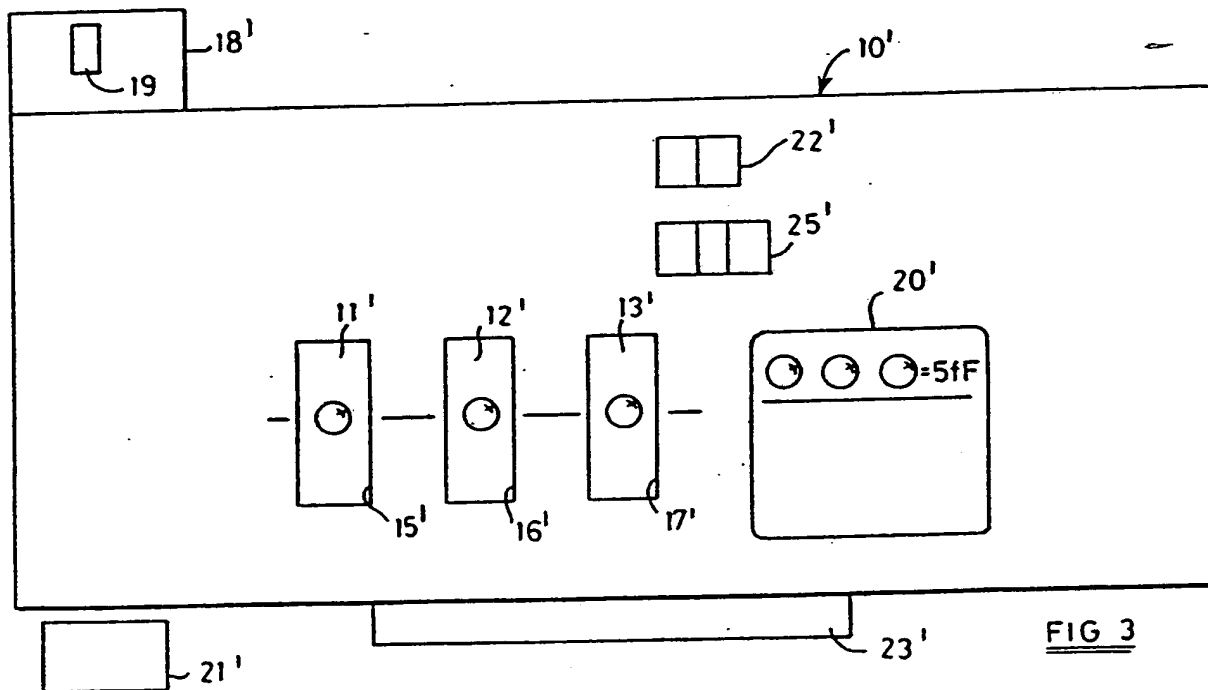
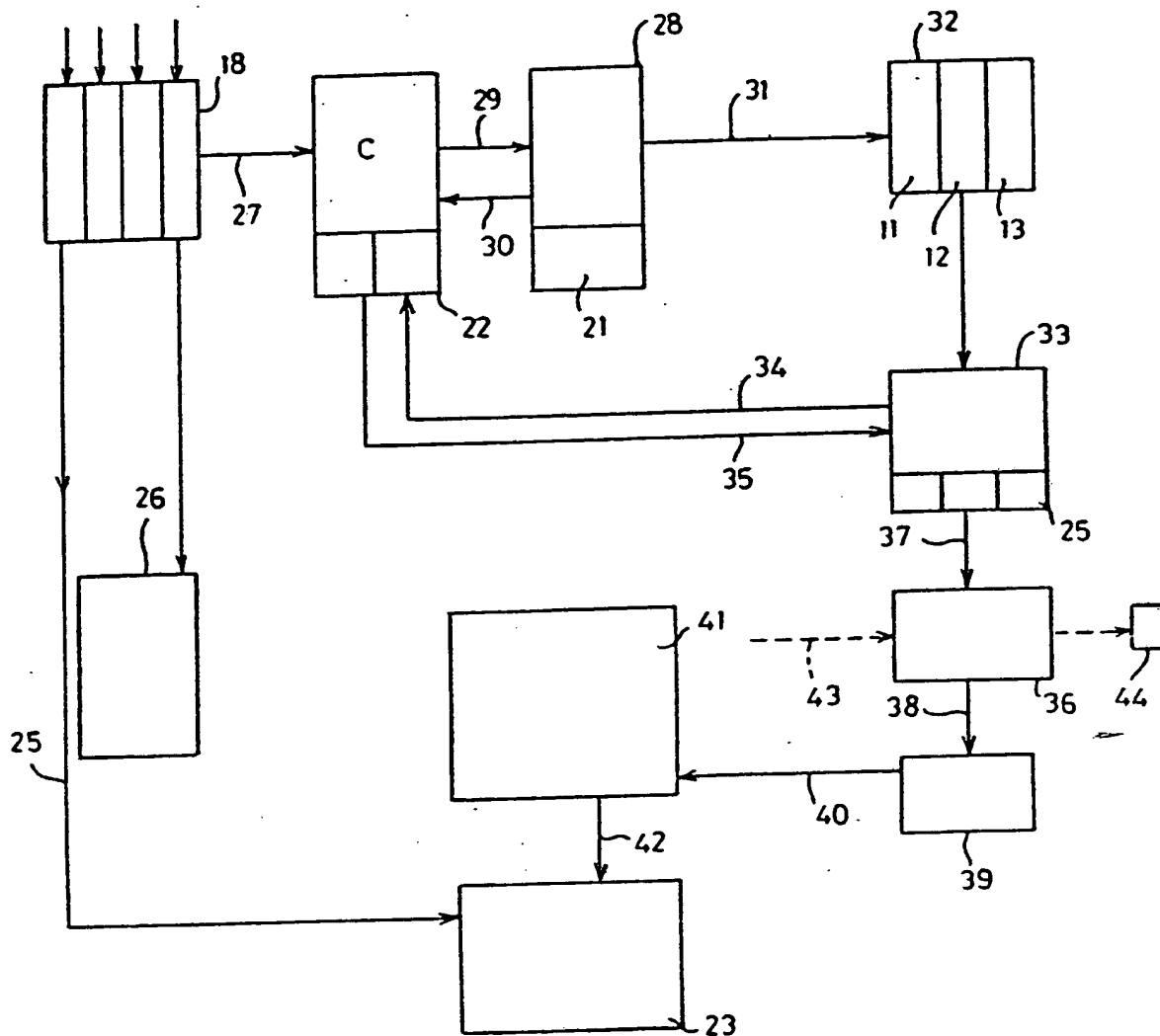


FIG 3

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FIG 2

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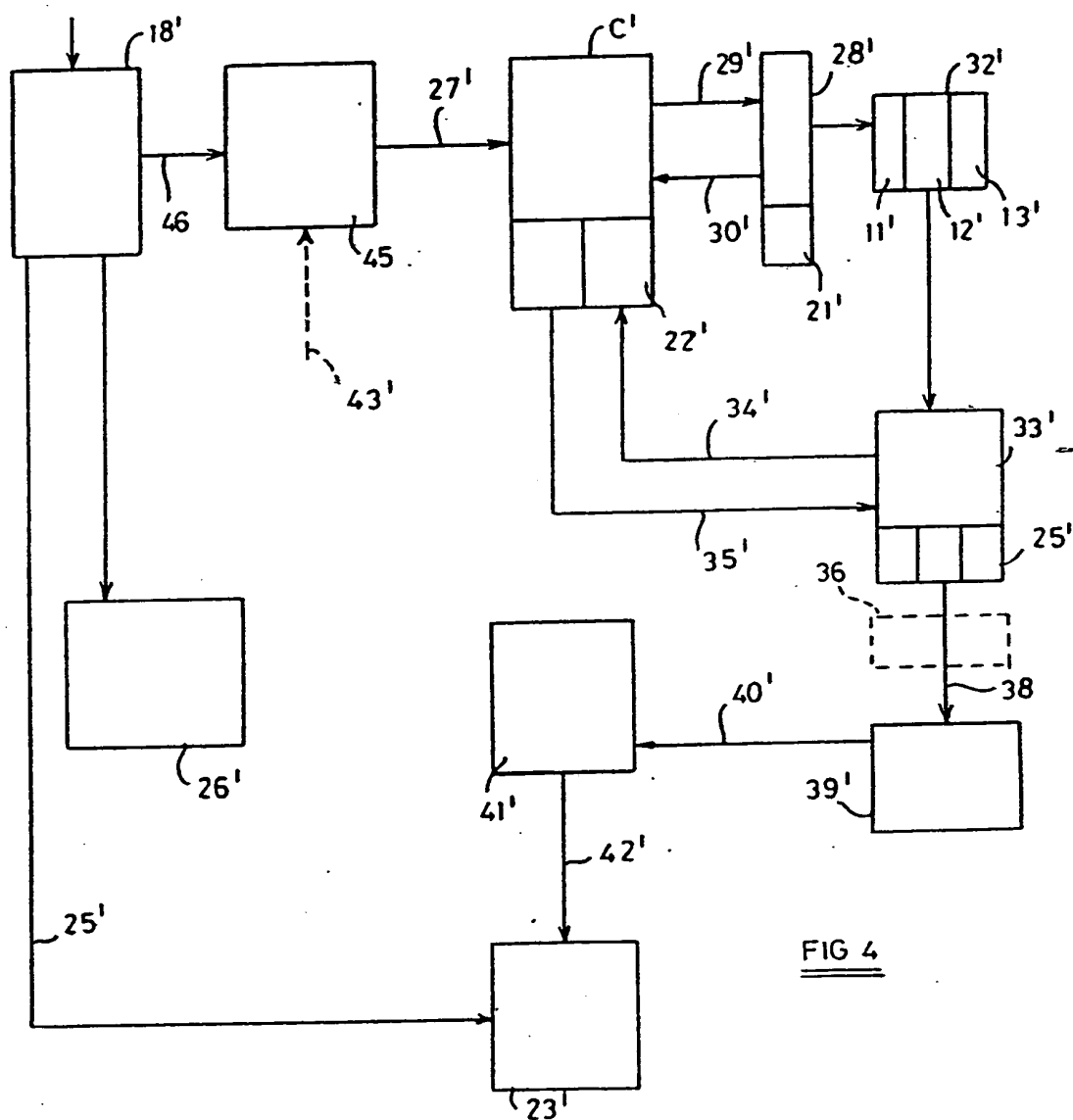


FIG 4

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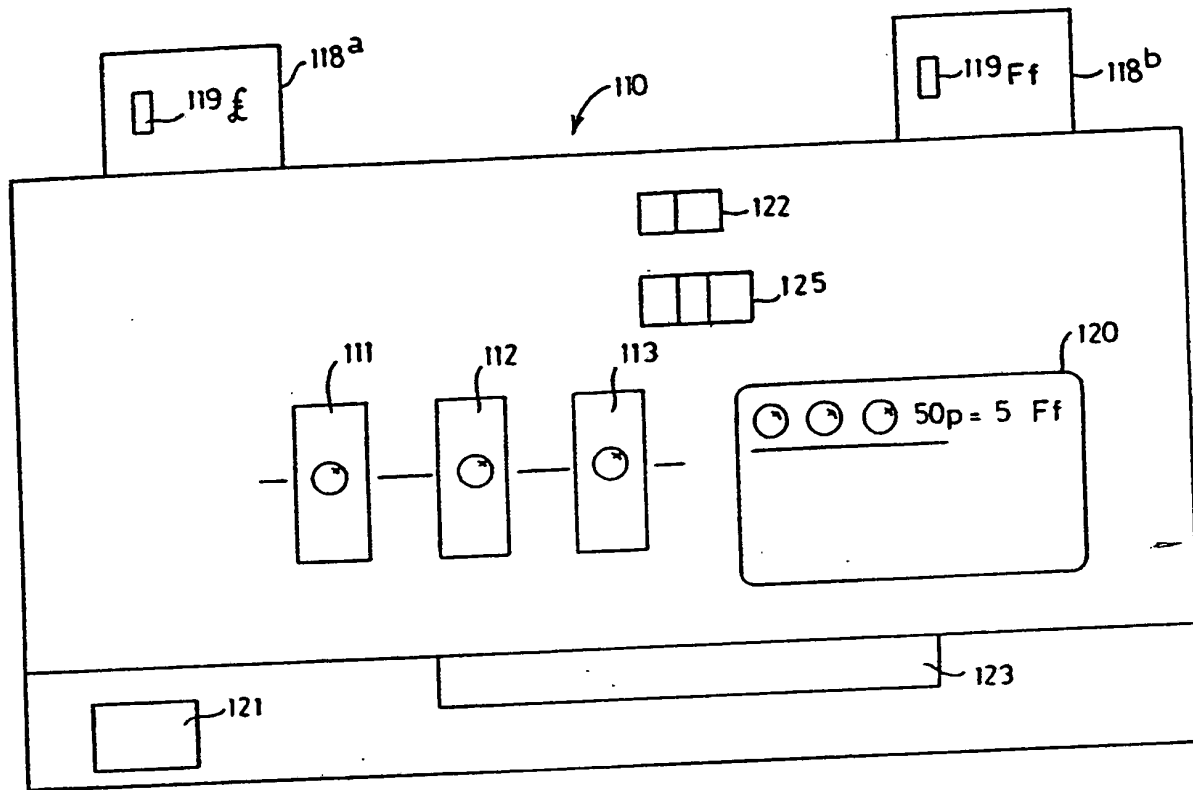


FIG. 5

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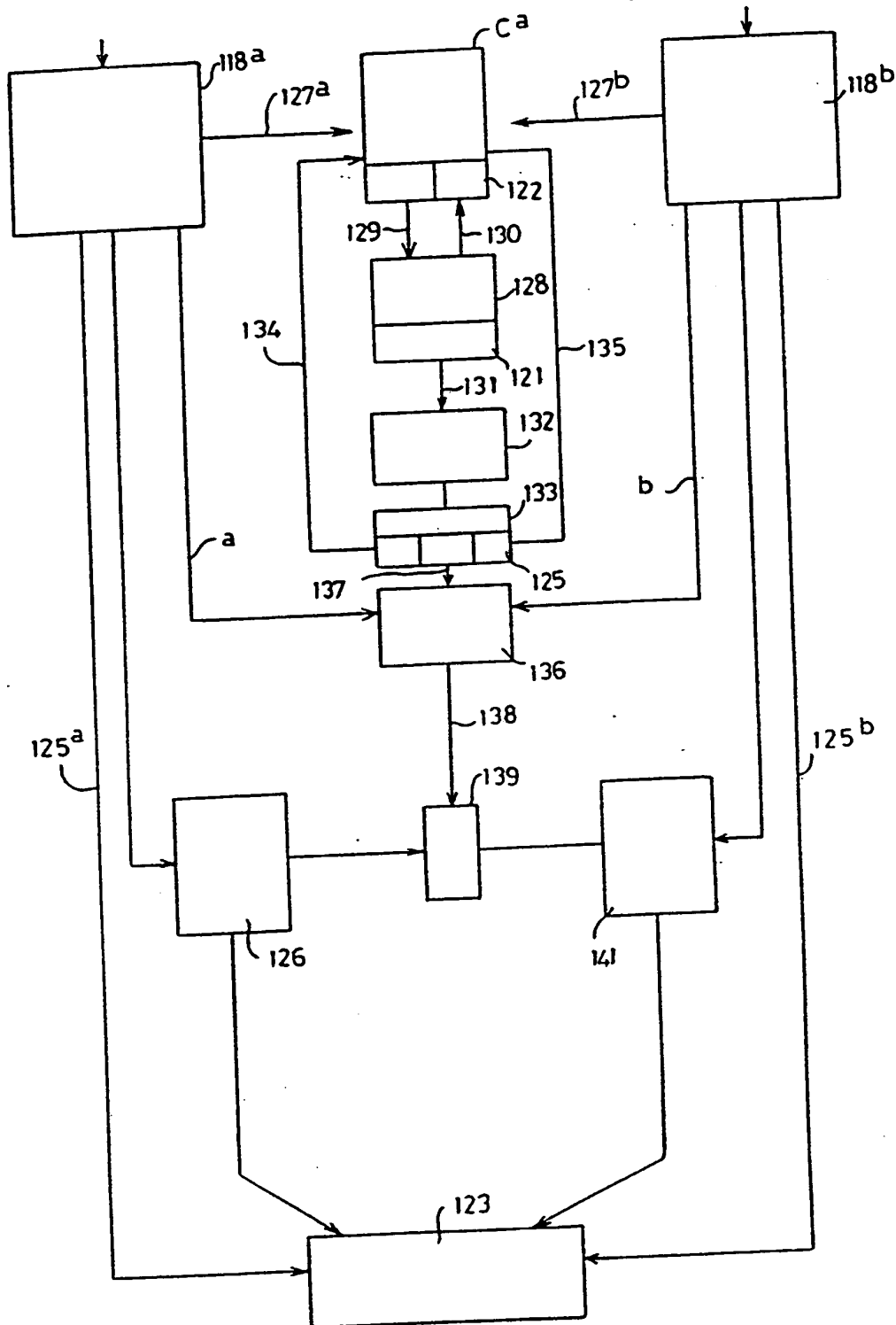


FIG 6

INTERNATIONAL SEARCH REPORT

PCT/GB 84/00253

International Application No

I. CLASSIFICATION OF SUBJECT MATTER (If several classification symbols apply, indicate all) ³		
According to International Patent Classification (IPC) or to both National Classification and IPC		
IPC ⁴ : G 07 F 17/34; G 07 F 5/24		
II. FIELDS SEARCHED		
Minimum Documentation Searched ⁶		
Classification System	Classification Symbols	
IPC ⁴	G 07 F 17/32; G 07 F 17/34; G 07 F 5/24; G 07 D 1/00; G 07 D 1/02; G 07 D 1/04; G 07 D 1/06	
Documentation Searched other than Minimum Documentation to the Extent that such Documents are Included in the Fields Searched ⁶		
III. DOCUMENTS CONSIDERED TO BE RELEVANT ¹⁴		
Category ⁸	Citation of Document, ¹⁵ with indication, where appropriate, of the relevant passages ¹⁷	Relevant to Claim No. ¹⁸
A	US, A, 3964589 (R.R. TEMPLE) 22 June 1976 see the abstract and figures	1
A	GB, A, 1205873 (J. LENNARD) 23 September 1970 see claims and figure	1
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<p>¹⁰ Special categories of cited documents: ¹³</p> <p>"A" document defining the general state of the art which is not considered to be of particular relevance</p> <p>"E" earlier document but published on or after the international filing date</p> <p>"L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)</p> <p>"O" document referring to an oral disclosure, use, exhibition or other means</p> <p>"P" document published prior to the international filing date but later than the priority date claimed</p> <p>"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention</p> <p>"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step</p> <p>"Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art</p> <p>"&" document member of the same patent family</p>		
IV. CERTIFICATION		
Date of the Actual Completion of the International Search ¹	Date of Mailing of this International Search Report ²	
10th October 1984	06 NOV. 1984	
International Searching Authority ¹	Signature of Authorized Officer ¹⁸	
EUROPEAN PATENT OFFICE	G.L.M. Kruidenberg	

ANNEX TO THE INTERNATIONAL SEARCH REPORT ON

INTERNATIONAL APPLICATION NO. PCT/GB 84/00253 (SA 7539)

This Annex lists the patent family members relating to the patent documents cited in the above-mentioned international search report. The members are as contained in the European Patent Office EDP file on 22/10/84

The European Patent Office is in no way liable for these particulars which are merely given for the purpose of information.

Patent document cited in search report	Publication date	Patent family member(s)	Publication date
US-A- 3964589	22/06/76	None	
GB-A- 1205873	23/09/70	None	
DE-A- 2323978	28/11/74	None	
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For more details about this annex :
see Official Journal of the European Patent Office, No. 12/82